

## CLAIMS

What is claimed is:

1. A gaming device comprising:

(A) a housing comprising a plurality of walls, the plurality of walls defining a cavity;

5 (B) at least one moveable indicator associated with the housing;

(C) a moveable indicator actuator configured to move the moveable indicator in a linear manner along a first axis;

(D) a display device associated with the housing, the display device displaying a plurality of indicia;

10 (E) a display device actuator configured to move the display device in a linear manner along a second axis, wherein the second axis is orthogonal to the first axis; and

(F) at least one controller in communication with the display device actuator and the moveable indicator actuator, the controller being configured to determine a game outcome, and to direct movement of the moveable indicator and the display

15 device.

2. The gaming device of claim 1, further comprising a player input device coupled to the housing and in communication with the controller, wherein the player input device allows a player to control the movement of at least one of the moveable indicator and the display device, wherein, after the player has activated the player input device, the controller causes at least one of the display device and the moveable indicator to move such that the moveable indicator indicates an indicia on the display device that corresponds to the game outcome determined by the controller.
3. The gaming device of claim 2 wherein the player's input has no affect on the game outcome.
4. The gaming device of claim 2 wherein the player input device comprises at least one from a group consisting of buttons, joysticks, trackballs, mice, electronic pointers, and touch screens.
5. The gaming device of claim 1 wherein the indicia represent prizes a player may win.
6. The gaming device of claim 5, wherein the prizes are selected from the group consisting of multipliers, jackpot prizes, progressive prizes, currency prizes, game play prizes, services, and goods.

7. The gaming device of claim 1, wherein the first axis is substantially vertical.

8. The gaming device of claim 1, wherein the first axis is substantially horizontal.

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9. The gaming device of claim 1, wherein the indicia are arranged on the display device in a m by n matrix, and m and n are integers.

10. The gaming device of claim 1, wherein the display device actuator comprises:

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(a) a chassis;

(b) at least one roller attached to the chassis; and

(c) an actuator coupled to the roller; wherein at least a portion of the display device is wrapped around the roller, wherein the actuator rotates the roller, thereby causing the display device to be rotated and move the indicia.

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11. The gaming device of claim 1, wherein the display device actuator comprises:

(a) at least one chassis;

(b) at least one axle attached to the chassis;

(c) at least one reel coupled to the axle, the reel having at least one strip of media positioned on or adjacent to its circumference;

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(d) at least one indicia affixed on the strip of media; and

(f) an actuator coupled to the chassis and the reel, the actuator being configured to rotate the reel thereby allowing a presentation of moveable indicia.

12. The gaming device of claim 11, wherein the reel rotates about a substantially vertical axis.
13. The gaming device of claim 11, wherein the reel rotates about a substantially horizontal  
5 axis.
14. The gaming device of claim 1 further comprising a positioning system for determining at least one position of the moveable indicator.
- 10 15. The gaming device of claim 1 further comprising a positioning system for determining at least one position of the display device.
16. The gaming device of claim 1, wherein the display device actuator comprises:
  - (A) at least one idler roller;
  - 15 (B) at least one drive roller; and
  - (C) a motor in communication with the drive motor, wherein at least a portion of the display device is in contact with the idler roller and driver roller and rotates about the idler roller and the drive roller when the drive roller is actuated by the motor.
- 20 17. The gaming device of claim 1 wherein the display device comprises a band of material, the indicia appearing on the band of material.

18. The gaming device of claim 1, the moveable indicator actuator comprising a motor in communication with a worm gear, the moveable indicator being affixed to the worm gear.
19. The gaming device of claim 1 wherein the gaming device is configured as a primary  
5 game.
20. The gaming device of claim 1 wherein the gaming device is configured as a bonus game in association with a primary game.
- 10 21. The gaming device of claim 19 wherein the primary game is a slot machine.
22. The gaming device of claim 1 wherein the indicia appear on the display device in a least one row and at least one column, the indicia are selected from indicia representing a plurality of types of prizes that may be won by the player, and at least one prize of each  
15 type appears in each column.
23. The gaming device of claim 1 wherein the indicia appear on the display device in a least one row and at least one column, the indicia are selected from indicia representing a plurality of types of prizes that may be won by the player, and at least one prize of each  
20 type appears in each row.

24. A gaming method comprising, but not necessarily in the order shown:

(A) providing a gaming device, the gaming device comprising a moveable indicator and a moveable display surface, the moveable display surface comprising a plurality of indicia;

(B) allowing a player to place a wager;

(C) moving the display device along a first path;

(D) moving the moveable indicator along a second path;

(E) determining a game outcome, the game outcome corresponding to, and being conveyable by, at least one indicia appearing on the moveable display surface;

(F) stopping the moveable indicator; and

(G) stopping the display surface, wherein when the display surface and the moveable indicator are stopped, the moveable indicator indicates an indicia on the moveable display surface corresponding to the game outcome.

25. The method of claim 24 further comprising:

(A) providing a player input device;

(B) allowing the player to at least partially control the movement of the moveable indicator using the player input device.

26. The method of claim 25 wherein the player's input does not affect the game outcome.

27. The method of claim 25, further comprising automatically stopping movement of the movable indicator if the player has not activated the player input device by the time a predetermined time period has elapsed.
- 5 28. The method of claim 24 further comprising:
- (A) providing a player input device;
  - (B) allowing the player to at least partially control the movement of the moveable display surface using the player input device.
- 10 29. The method of claim 28 wherein the player's input has no affect on the game outcome.
30. The method of claim 28, further comprising automatically stopping movement of the display surface if the player has not activated the player input device by the time a predetermined time period has elapsed.
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31. The method of claim 24, further comprising awarding a prize to the player, the prize being represented by the indicia indicated by the moveable indicator.
32. The method of claim 24 wherein the first path comprises a first axis, the second path
- 20 comprises a second axis, the first axis being orthogonal to the second axis.

33. A gaming apparatus comprising:

- (A) a display device comprising a display surface, the display surface being moveable on a first predetermined path, the display surface comprising a plurality of indicia;
- 5 (B) a display device actuator in communication with the display surface and configured to move the display surface on the first predetermined path;
- (C) a moveable indicator configured to indicate at least one indicia appearing on the display surface, the moveable indicator being moveable on a second predetermined path;
- 10 (D) a moveable indicator actuator in communication with the moveable indicator and configured to move the moveable indicator on the second predetermined path; and
- (E) a controller in communication with at least one of the display device actuator and the moveable indicator actuator, the controller configured to position at least one of the display device and the moveable indicator so that the moveable indicator
- 15 indicates an indicia appearing on the display surface that conveys a game outcome.

34. The gaming apparatus of claim 33 further comprising a player input device, the player input device in communication with the controller, the player input device configured to

20 allow a player to at least partially control the movement of at least one of the display surface and the moveable indicator.



35. The gaming apparatus of claim 34 wherein the controller automatically stops at least one of the display device and the moveable indicator if the player has not activated the player input device by the time a predetermined time period has elapsed.
- 5 36. The gaming apparatus of claim 34 wherein the player's input does not affect the game outcome.
37. The gaming apparatus of claim 33 further comprising a positioning system in communication with the controller and configured to determine at least one position of  
10 the moveable indicator.
38. The gaming apparatus of claim 33 further comprising a positioning system in communication with the controller and configured to determine at least one position of the display surface.  
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39. The gaming apparatus of claim 33 wherein the display surface comprises a band of material.
40. The gaming apparatus of claim 33 wherein the first predetermined path comprises a first  
20 axis, the second predetermined path comprises a second axis, the first axis being orthogonal to the second axis.

41. A gaming device comprising:

(A) moveable display means for displaying a plurality of indicia;

(B) display actuator means in communication with the moveable display means, the  
5 display actuator means configured to move the moveable display means such that  
at least a portion of the plurality of indicia are moved, the display actuator means  
moving the moveable display means along a first path;

(C) moveable indicator means for indicating at least one of the indicia;

(D) moveable indicator actuator means for moving the moveable indicator means  
10 along a second path; and

(E) controller means for controlling the movement of at least one of the display  
actuator means and the moveable indicator actuator means, wherein the controller  
means is configured to position at least one of the moveable display means and  
the moveable indicator means such that an indicia corresponding to a game  
15 outcome is indicated by the moveable indicator means.

42. The gaming device of claim 41 further comprising a positioning means for determining at  
least one position of the moveable indicator means.

20 43. The gaming device of claim 41 further comprising a positioning means for determining at  
least one position of the moveable display means.

44. The gaming device of claim 41 further comprising player input means in communication with the controller, the player input means allowing a player to at least partially control the movement of at least one of the moveable indicator means and the moveable display means.

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45. The method of claim 44 wherein the player's input does not affect the game outcome.

46. A gaming apparatus comprising:

(A) a gaming device configured to allow a player to place a wager and play a game of chance; and

5 (B) a display device coupled to the gaming device, wherein the display device presents a simulation of a printing press.

47. The gaming apparatus of claim 46 wherein the display device presents a simulation of a money printing press.

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48. The gaming apparatus of claim 46 wherein the display device presents a simulation of a newspaper printing press.

15 49. The gaming device of claim 46 wherein the display device presents a simulation of a magazine printing press.

50. A gaming apparatus comprising:

(A) a housing; the housing comprising a front portion configured to face a game player and a rear portion opposite the front;

5 (B) a display device coupled to the housing, the display device comprising:

(a) a band of flexible material;

(b) a plurality of rollers, a first portion of the rollers positioned substantially towards the front of the housing and a second portion of the rollers positioned substantially at the rear of the housing, wherein the band is

10 positioned over the plurality of rollers.

51. The gaming apparatus of claim 50 wherein a portion of the band is recessed between a plurality of rollers.

15 52. The gaming device of claim 51 wherein the player may view a roller in the recess when the player looks at the front of the housing.

53. The gaming device of claim 50, wherein a portion of the band forms a plane parallel to the front of the housing.

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54. The gaming device of claim 50 wherein the band forms a continuous loop around the plurality of rollers.

55. The gaming device of claim 50 further comprising a plurality of indicia appearing on the band, the indicia representing prizes.

56. The gaming device of claim 55 further comprising a movable indicator configured to indicate at least one indicia appearing on the band.